

Morgan Hill CRC Adult Co-Rec Soccer Rules

General Rules & Game Details

- All participants must be registered on a roster to play in the league
- Games played will be 5v5 plus goalkeepers
- Team must be paid in full prior to taking the field for the first game of the season
- All players will follow the SANCRA code of conduct - [SANCRA website](#)

Uniforms & Equipment

- A player supplied uniform must have a unique number for each player on the team
- All players on a team must wear same colored uniform
- The uniform shirt must be white for the home team and colored for the guest team
- Shin-guards supplied by the players are required. A player without shin-guards may not play
- Only rubber cleats will be permitted. No cleats on the toes
- A Size 5 Ball that conforms to the FIFA Rules of the Game will be provided by the Morgan Hill CRC
- The goalie's shirt must be distinctly different from defense or offense

Format

- Each league season is 10 weeks
- Playoffs will start in the 11th week for teams that qualify
- Regulation time will be two 20 minute halves with a three minute break for halftime
- A game will be forfeited if, at any time, a team has fewer than 4 eligible players
- A team forfeits if they don't field enough players at five minutes past the designated start time
- The forfeiting team must pay the forfeit fee prior to playing their next game.
- A PK shootout will follow regulation time if there is a draw
 - Each team will select 3 players to participate,
 - If the game is still tied, the shootout continues one player at a time until the tie is broken
- A regulation win is automatically awarded to any team with a 6 goal lead.
- In the standings, point Tiebreakers are determined in the following order:
 - Head-to-head record
 - Head-to-head goal differential
 - If more than two teams are tied the head-to-head are against all tied teams
 - Overall goal differential
 - Coin-toss

Standing Points

- 3 points for a regulation win
- 2 points for a shootout win
- 1 point for a shootout loss
- 0 points for a regulation loss

Teams

- A team may have 6 to 12 players on their roster
- A team may have more than 3 female players on the field
- A team may never have more than 3 male players on the field at any time
- Maximum of 6 players per team on the field
- Maximum of 6 substitute players
- Any number of substitutions are made at midfield with the referee's permission
- Only 1 goalkeeper at a time

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Kickoff

- Home team will decide on which side of the field they want to start
- Teams will switch sides after half-time
- The match starts when the referee blows the whistle to start the match
- The Guests will start with a goal kick at the start of the game, the other team must start at midfield
- The Home team will start with a goal kick in the second half, the other team must start at midfield
- When a goal is scored, the team that has conceded the goal will start play with their own goal kick

Field

- The match is played on a 120' x 70' field
- Goal is 9' wide by 5' tall
- The penalty area is a 12' radius

Player Rules

- No players will make aggressive contact with another player
- Slide tackles are not permitted
- Shoulder checking, Grabbing, and Shoving are fouls - A player must play the ball
- Headers are not permitted
- On first non-serious violation, the player is given a warning
- Second violation will result in a power play for the other team - See Fouls below
- Offsides is called when a player is closer to the opponent's goal line than the last defender and the ball and the player is in the offensive half of the field when the ball is kicked past the last defender
- Two players from a third team will be asked to officiate lines as scheduled

Goalkeeper Rules

- A goalkeeper may score goals
- The goalkeeper may leave the penalty area
- The goalkeeper may not hold the ball longer than 9 seconds - A violation results in the other team getting a penalty kick
- The goalkeeper may only pick up the ball while (s)he has both feet completely inside the penalty area - A violation results in a penalty kick
- If a goalkeeper picks the ball up with his/her hands after receiving a pass back from a teammate (even if the goalkeeper has both feet in the Penalty Area), then the other team is awarded a penalty kick - Exception is granted from throw-in from sideline

Free Kicks

- All free kicks are indirect
- All opposing players must be a minimum of 20 feet from the ball when a free kick is being taken
- A free kick is awarded for all fouls on the field except for fouls deemed worthy of a penalty kick

Out Balls

- If a ball goes out of play, the ball must be thrown in by hand
- The throw-in is at the position where the ball went out of the field of play
- Opposing team's players must be a minimum of 10 feet for the throw-in and 20 feet for corner kicks
- If a ball goes out behind the goalline by the attacking team, the defending team gets a goal kick
- If a ball goes out behind the goalline by the defending team, the attacking team gets a corner kick

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Penalty Area Rules

- Players on offense may not kick the ball forward
- If an attacking player kicks the ball forward in the penalty area, the play is blown dead and the game resumes with the goal-kick

Penalty Kick

- A player will start the penalty kick at midfield
- (S)he will roll the ball forward and attempt to score on the keeper
- The kick-taker may use as many touches as (s)he needs, but, the moment the ball stops moving towards the goal or moves backwards from the goal the penalty is blown dead
- After the penalty kick, the play resumes with a goal kick

A penalty kick is given when:

- If the goalkeeper possesses the ball longer than 9 sec in his/her penalty area
- If the goalkeeper picks up the ball with his/her hands when (s)he receives a back pass from a player on his own team
- If the goalkeeper picks up the ball while he/she does not have both feet in the penalty area
- Due to foul play in the defensive penalty area
- The team is called for a delay of game after it has been warned about the delay one time
- PK shots at the end of a draw

Fouls

In the event of a foul or unfair play, the referee may judge as follows:

- **Yellow Card (Powerplay)** two minutes time exclusion: For fouls or unfair play
 - The player will be out for the half & for 2 minutes, the team must play with one less player
 - After 2 minutes have elapsed or if the other team scores a goal, the player given the yellow card will be replaced by another player from the team if available
 - After start of the new half, the player may rejoin the team
- **Red Card (Match Penalty):** For serious foul play a player is excluded from the rest of the match
 - The team has to play with one less player for the remainder of the match
 - A red card will only be given for serious foul play, violent conduct, or abuse of the referees
 - The player will be sent off immediately and not be allowed back during the game
 - No replacement player will be allowed on
 - Sanctions include possible suspension from future games

Suspension from the league

As per the SANCRA code of conduct, if rules are seriously breached by:

- Hard foul play
- Foul play on purpose
- Unacceptable behavior on the field towards the referees, the audience or other players

The offending player or a team may be suspended. If a whole team is suspended from the league, then all the matches played or scheduled to be played by that team will be awarded to the opposition with a 3-0 score. If a player or team is suspended, they will be suspended from play in all sports and cities within the SANCRA jurisdiction.

The referee is the final authority on all calls. The players may not argue the calls by the referee.